




SOFTSEL®

This Week	Last Week	Weeks on Chart	RECREATION	This Week
1	1	89	Flight Simulator II • Sublogic • C64, AP	1
2	3	105	Zork I • Infocom • CP/M, AP, DEC, IBM, AT, MAC, TIP	2
3	2	18	Summer Games • Epyx • AP, C64, AT	3
4	4	85	Flight Simulator • Microsoft • IBM	4
5	5	47	Millionaire • Bluechip • MAC, AP, C64, IBM, AT	5
6	6	58	Lode Runner • Broderbund • AT, C64, IBM, AP	6
7	11	90	Frogger • Sierra On-Line • IBM, AT, AP, C64, MAC	7
8	7	42	Ultima III • Origin Systems • AP, AT, IBM, C64	8
9	9	105	Wizardry • Sir-Tech Software • IBM, AP	9
10	10	27	Planetfall • Infocom • TRS, MAC, IBM, CP/M, AP, DEC, AT, C64	10
11	8	41	Sargon III • Hayden Software • AP, C64, IBM, MAC	11
12	12	38	Witness • Infocom • AT, DEC, C64, AP, MAC, IBM, TRS, TIP	12
13	14	16	Transylvania • Penguin Software • AP, MAC	13
14	22	11	 Seastalker • Infocom • MAC, C64, IBM, AP, AT	14
15	17	44	Suspended • Infocom • TIP, AP, IBM, C64, MAC, AT, TRS	15
16	19	2	World's Greatest Baseball Game • Epyx • C64	16
17	24	2	 International Soccer • Commodore • C64	17
18	18	14	Beyond Castle Wolfenstein • Muse Company • C64, APc	18
19	—	16	 BC's Quest for Tires • Sierra On-Line • AT, AP, C64, IBM, PCjr	19
20	15	22	Sorcerer • Infocom • C64, MAC, TRS, AT, IBM, AP	20
21	13	43	Enchanter • Infocom • TRS, TIP, AT, IBM, DEC, AP, C64	21
22	21	101	Zork II • Infocom • TRS, DEC, IBM, AP, AT, CP/M, TIP, MAC	22
23	16	11	Beach Head • Access Software • AT, C64	23
24	25	4	Run for the Money • Scarborough • AT, IBM, MAC, C64	24
25	23	40	Donkey Kong • Atarisoft • AT, IBM, AP, C64	25
26	28	103	Deadline • Infocom • DEC, IBM, TRS, AT, C64, CP/M, TIP, MAC, AP	26
27	—	79	Snooper Troops #1 • Spinnaker • C64, IBM, AT, AP	27
28	—	79	"Night Mission" Pinball • Sublogic • C64, IBM, AT, AP	28
29	27	63	Pac Man • Atarisoft • AT, C64, IBM, AP	29
30	—	9	Questron • Strategic Simulations • AP, AT	30

SOFTSAL HOT LIST

This Week	Last Week	Weeks on Chart	RECREATION
1	1	99	Flight Simulator II - Sublogix - AT, C64, AP
2	2	95	Flight Simulator - Microsoft - IBM
3	3	51	Sargon III - Hayden Software - AP, C64, IBM, MAC
4	4	115	Zork I - Infocom - CP/M, AP, DEC, IBM, AT, MAC, TIP
5	5	115	Wizardry - Sir-Tech - IBM, AP
6	6	52	Ultima III - Origin Systems - AP, AT, IBM, C64
7	23	2	Hitchhiker's Guide to the Galaxy - Infocom - AP, AT, C64, IBM, AP
8	10	6	Trivia Fever - Professional Software - C64, AP, IBM, PCjr
9	8	57	Millionaire - Bluechip Software - MAC, AP, C64, IBM, AT
10	14	111	Zork II - Infocom - TRS, IBM, AP, AT, CP/M, TIP, MAC
11	7	100	Frogger - Sierra On-Line - IBM, AP, C64, MAC
12	—	6	Summer Games - IBM Reader - Broderbund - AP, C64
13	11	5	Cutthroats - Infocom - IBM, AP, MAC, AT
14	15	113	Deadline - Infocom - DEC, IBM, TRS, AT, C64, CP/M, MAC, AP
15	24	32	Sorcerer - Infocom - C64, MAC, TRS, AT, IBM, AP
16	9	28	Summer Games - Epyx - AP, C64, AT
17	12	23	Beyond Castle Wolfenstein - Muse Company - C64, AP, C
18	22	26	Transylvania - Penguin Software - AP, C64, MAC
19	13	68	Lord Runner - Broderbund - AT, C64, IBM, AP
20	18	93	Zork III - Infocom - IBM, AP, TRS, MAC, DEC, AT, CP/M, TIP, C64
21	19	80	Zaxxon - Datasoft - AP
22	17	2	Pitstop II - Epyx - C64
23	16	15	Murder by the Dozen - CBS Software - C64, MAC, IBM, AP
24	21	11	Bruce Lee - Datasoft - C64, AP, AT
25	25	78	Ultima II - Sierra On-Line - C64, AT, IBM, AP, PCjr
26	27	21	Seastalker - Infocom - MAC, C64, IBM, AP, AT
27	20	49	Enchanter - Infocom - TRS, TIP, AT, IBM, DEC, AP, C64
28	28	3	Gato - Spectrum Holobyte - IBM, PCjr
29	30	45	Witness - Infocom - AT, DEC, C64, AP, MAC, IBM, TRS, TIP
30	29	37	Planetfall - Infocom - TRS, MAC, IBM, CP/M, AP, DEC, AT, C64

This Week	Last Week	Weeks on Chart	HOME
1	1	62	Dollars & Sense - Monogram - TIP, MAC, AP, IBM, AP
2	2	21	Print Shop - Broderbund - AP
3	3	99	Bank Street Writer - Broderbund - AP, AP, IBM, C64, AT
4	5	15	Managing Your Money - Micro Education (MECA) - IBM
5	4	114	Home Act - Arrary/Cont. - AP, TIP, EPS, AT, C64, IBM, TRS, AP
6	6	18	Mac the Knife - Allies Computing - MAC
7	9	2	Dazzle Draw - Broderbund - AP, C
8	13	24	ClickArt - T/Maker - MAC
9	8	55	Homeward - Sierra On-Line - C64, AP, AT, IBM, TIP
10	12	35	Micro Cookbook - Virtual Combinatics - AP, AP, IBM, AP
11	14	32	Bank Street Speller - Broderbund - AP
12	11	9	Your Pers. Net Worth - Scarborough - AP, C64, AT, IBM, PCjr
13	10	38	Paperclip Word Processor - Batteries Included - C64
14	15	77	S.A.M. - Tronix Publishing - AP, AT, C64
15	—	1	Print Shop Graphics Library - Broderbund - AP

This Week	Last Week	Weeks on Chart	EDUCATION
1	1	110	Mastertype - Scarborough System - AP, AT, C64, IBM
2	2	55	Mind Blaster! - Davidson & Assoc. - IBM, C64, AP, AP, PCjr
3	4	6	Mind Prober - Human Edge - AP, C64, MAC, AP, IBM, PCjr
4	3	14	Typing Tutor III - Simon & Schuster - AP, C64, IBM
5	5	28	Study Program for the S.A.T. - Barrons - C64, AP, IBM, PCjr
6	8	89	Facemaker - Spinnaker - C64, AT, AP, IBM, PCjr
7	7	43	Word Attack! - Davidson & Assoc. - IBM, AP, C64, AP, PCjr
8	9	41	E. G. for Young Children - Springboard - IBM, AT, AP, C64
9	10	17	Rocly's Boots - The Learning Company - C64, AP
10	—	1	Spell It! - Davidson & Assoc. - AP, C64
11	14	99	Typing Tutor II - Microsoft - AP
12	12	35	Speed Reader II - Davidson & Assoc. - C64, IBM, AP
13	15	34	Alpha 1 - EduWare - AP, IBM
14	13	13	Mastering the S.A.T. - CBS Software - AP, IBM, C64
15	—	4	Cdex How to Use the IBM PC - Cdex - IBM



This Week	Last Week	Weeks on Chart	BUSINESS
1	1	94	1-2-3 - Lotus - IBM, TIP, WNG, PCjr, DEC, VTR
2	2	115	PFS:File - Software Pub. - AP, AP, DEC, IBM, TIP, MAC, C64
3	3	109	Multiplan - Lotus - AP, CP/M, MAC, IBM
4	5	20	Symphony - Microsoft - IBM
5	4	71	PFS:Write - Software Publishing - AP, IBM
6	18	5	Sidexick - Borland Int'l. - IBM, PCjr
7	8	71	Ultimate - Multimate Int'l. - TIP, IBM
8	6	114	PFS:Report - Software Pub. - AP, AP, IBM, MAC, TIP, AP, DEC
9	9	21	dBase III - Ashton-Tate - IBM
10	11	13	Filevision - Telos Software - MAC
11	7	113	Wordstar - Micropro - CP/M, IBM, AP, TIP, PCjr, DEC
12	12	31	ThinkTank - Lamping Videotext - AP, MAC, IBM, AP
13	10	11	Chart - Microsoft - MAC, IBM
14	16	48	RtBase 4000 - Micromin - IBM, VTR, TIP, DEC
15	14	18	1-2-3 to Symphony - Lotus - IBM
16	13	53	Microsoft Word - Microsoft - IBM
17	15	113	dBase II - Ashton-Tate - DEC, IBM, AP, EPS, CP/M, TIP
18	15	113	PFS:Graph - Software Publishing - AP, TIP, IBM, AP
19	23	31	Word Perfect - Satellite Software - IBM, TIP, DEC
20	20	15	PFS:File & Report (Bundled) - Software Pub. - MAC
21	26	21	Microsoft Project - Microsoft - IBM
22	19	99	DB Master - Stoneware - AP, IBM, MAC, AP
23	24	4	Flashcalc - Visicorp - AP, IBM
24	25	15	Framework - Ashton-Tate - IBM
25	21	27	Volkswriter Deluxe - Lifetree Software - IBM, AP
26	28	19	dBase Upgrade Kit - Ashton-Tate - IBM
27	22	53	Multiplan - Hesware - C64
28	17	53	Megamerge - Megahaus - IBM, AP, MAC
29	19	19	Rtbase Clout - Micromin - IBM
30	—	10	Harvard Project Manager - Harvard Software - IBM

This Week	Last Week	Weeks on Chart	BOOKS
1	1	7	Invistclues - Infocom
2	2	45	Using 1-2-3 - Que
3	—	1	Book of Apple Software 1985 - Arrays/Book Company
4	3	8	Mastering Symphony - Sydex
5	8	5	Book of Adventure - Arrays/Book Company
6	4	41	Wordstar Made Easy - Osborne McGraw-Hill
7	5	89	Apple II User's Guide - Osborne McGraw-Hill
8	9	9	Beneath Apple Pro DOS - Quality Software
9	6	15	Running MS-DOS - Microsoft
10	—	3	Using Symphony - Que

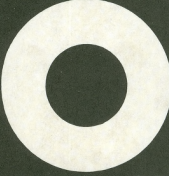
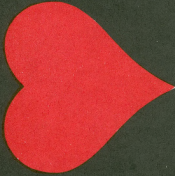
This Week	Last Week	Weeks on Chart	HARDWARE & ACCESSORIES
1	1	47	Six Pak Plus - AST Research - IBM
2	2	57	Hercules Graphic Card - Hercules - IBM
3	6	5	Hercules Color Card - Hercules - IBM
4	3	62	Smartmodem 1200B - Hayes - IBM
5	4	60	Smartmodem 1200 - Hayes
6	5	14	Datalife MD550 Diskette - Verbatim
7	7	115	System Server - Kensington Microware Ltd. - AP
8	10	34	Lemon - Electronic Protection Device
9	—	12	MD-2 5 1/4" Diskette - Maxwell
10	—	26	Koala Pad - Koala - C64, AT, AP, PCjr, IBM

This Week	Last Week	Weeks on Chart	SYSTEMS & UTILITIES
1	1	59	Crosstalk - Microsoft - AP, TIP, IBM, CP/M, PCjr
2	2	32	Sideways - Funk Software - IBM, AP
3	3	70	Norton Utilities - Peter Norton Computing - IBM
4	6	2	Turbo Pascal - Borland Int'l. - CP/M, AP, IBM, PCjr
5	—	1	PC Mouse/Paint Bundle - Mouse Systems - IBM
6	—	28	Prokey - Rossoft - IBM
7	8	3	Moviemaker - Prentice-Hall - IBM
8	4	38	Basic Interpreter - Microsoft - MAC, CP/M, IBM

LEGEND: AP = Apple, A = Apple II, APE = Apple IIe, AT = Atari, C64 = Commodore 64, COM = Commodore Plus/4, CP/M = CP/M 1.50 and 1.60 formats, DEC = DEC Rainbow, EPS = Epson 800, IBM = IBM PC, MAC = Apple Macintosh, PCjr = IBM PCjr, TIP = Texas Instruments Professional, TRS = TRS-80, VIC = Commodore Vic-20, VTR = Victor 9000, WNG = Wang Personal Computer, ZEN = Zenith 100.

Week of November 19, 1984

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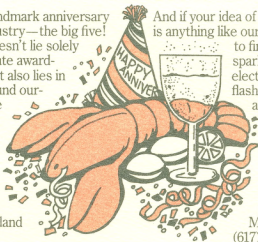
TM

Zork Users Group Box 20923 Milwaukee, WI 53220-0923

Zork is a trademark of Infocom, Inc.

IT'S THE INFOCOM FIFTH ANNIVERSARY CELEBRATION, AVAILABLE ONLY ON THE EVENING OF JUNE 23RD IN CAMBRIDGE.

We've reached a landmark anniversary in the software industry—the big five! But our success doesn't lie solely in our ability to create award-winning software. It also lies in our ability to surround ourselves with only the best people in the computer industry. That's why we're inviting you to be our guest for a fabulous evening highlighted by an authentic New England clambake.



And if your idea of a really great party is anything like ours, you'll be delighted to find lavish libations, sparkling celebrities, electrifying conversation, flashdanceable live music and more.

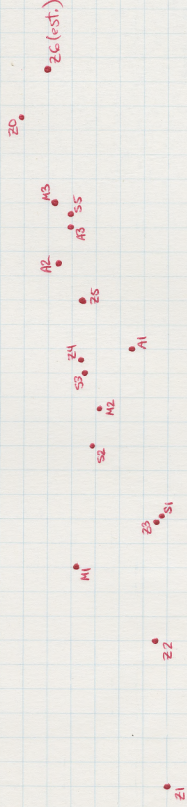
We hope you'll join us at 6 P.M. on Saturday, June 23rd at Infocom, Inc., 55 Wheeler Street, Cambridge, Massachusetts, (617) 492-1031.

It promises to be the most fun you'll ever have without a computer.

**INFOCOM'S NEWEST
INTERACTIVE ADVENTURE
WILL NOT BE AVAILABLE
IN ANY STORE.**

SIZE OF GAME VERSUS DATE OF RELEASE

55 (est.)



A WAGER

August 6th, 1983

Terms: That Infocom will receive 100 or more "Planetfall" postcards in the mail from "Planetfall" purchasers during the period September 1, 1983 through August 31, 1984.

The winner of this wager shall be owed by the loser a dinner at the restaurant of the winner's choice, the cost of said dinner not to exceed \$50.

In case of dispute over any of the terms in this wager, the dispute shall be settled by an impartial party. The signers agree on the following people as impartial parties:

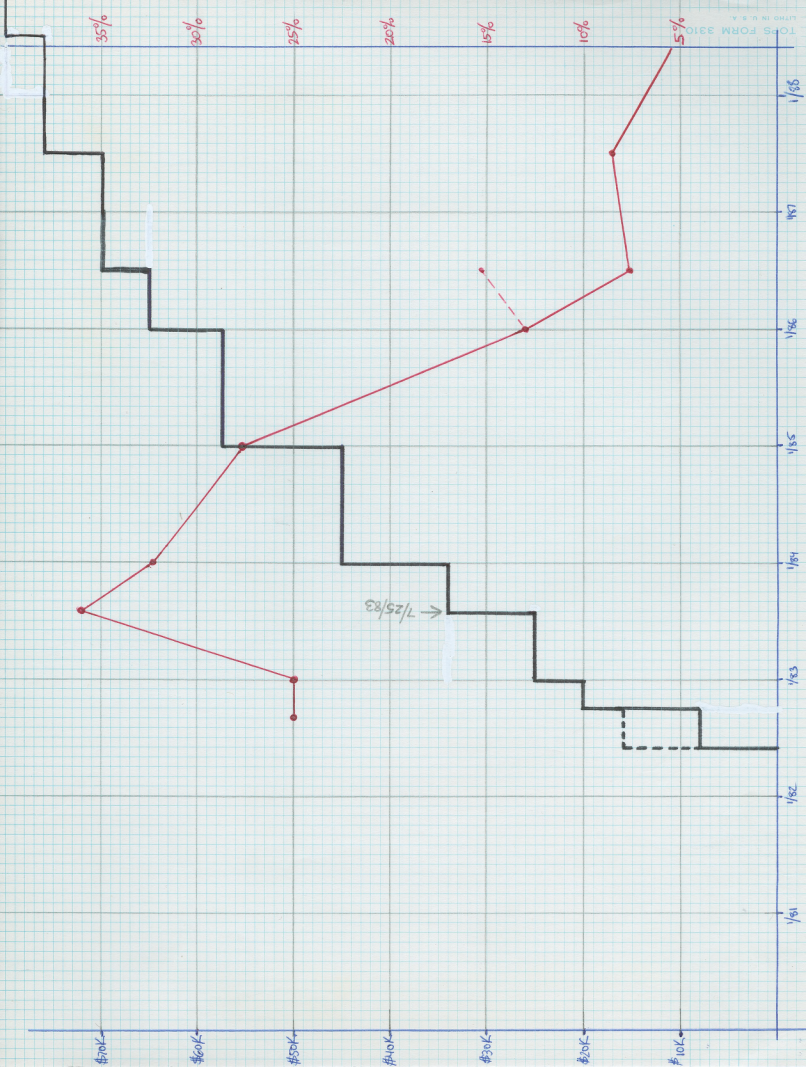
- William R. Short
- Ernest C. Brogmus
- Edward H. Black

Michael Dornbrook will be the winner if the terms of the wager are met.
Steven Meretzky will be the winner if the terms of the wager are not met.

Signed:

Steven Meretzky
Steven Meretzky

Michael Dornbrook
MICHAEL DORNBROOK



INFODOPE

HOLLYWOOD ELOPES WITH NEW TESTER

Special to INFODOPE

EXTRA

CAMBRIDGE - Under the pretext of a "welcome the new employee" lunch, Quality control Supervisor "Hollywood" Dave Anderson eloped with new tester Liz Cyr. Anderson and his bride left the InfoComplex at noon for what they claimed was lunch, but the Quality Control crew began to worry when they hadn't returned by 4:00. "Where did they go? Plato's Retreat? I only got taken to Aku," said one tester: the 15 year old son of Harvard President Derek Bok. After Quality Control put out an APB on behalf of the American Society for the Prevention of Californians' Absenteeism (ASPCA), an anonymous InfoVeep reported that he saw the happy couple "headed down Concord Ave. in the direction of the Best Western Motel with cans tied to the back of the Renault. This was particularly strange, because Dave usually carries bottles on Fridays."

The Ceremony was not presided over by Judge Noisome Stu Galley, in an apparent attempt to keep the elopement secret. However, sources say that the couple, inspired in large part by Brian Berkowitz' stand for his rights at the Ground Round Thursday night, are planning to honeymoon in Watertown, "since it's the closest town we could find with a name like Niagara Falls."



4/23/87

TO: Dave, Steve, Brian, Chris, Joel, Mike, Gabby

FROM: Jon

1. We shall have an all-day meeting on Wednesday, April 29, to discuss Infocom's direction.

2. With Chris's help, I will try to distribute a brief agenda before then. Feel free to give us your suggestions. (We shall feel free to tell you what we think of your suggestions.)

3. The location of the meeting is still undecided, but it will NOT be here at the office. The Hideaway Pub is booked, and our credit is no longer any good at the Golden Banana. So we'll be at someone's home. That someone will probably be one of us.

4. Needless to say ... well, I needn't say it.

5. Don't get a swelled head just because you were invited. After all, look who else was invited.

SOME POSSIBLE TOPICS FOR DISCUSSION:

- Where is the market going? (Where has it gone?)
- How many eggs in the I.F. basket?
- What do we do about I.F.?
 - Change collaborator philosophy? ("Name" authors? Licenses?)
 - Outside developers vs. inside developers
 - Genres we haven't tapped into?
 - Any other technological enhancements we should be doing?
 - Proper mix of small changes, big changes, no changes
- Non-I.F.
 - Do we do non-I.F. in-house or outside?
 - How do we go about judging outside possibilities?

Long-range Planning Meeting
Jon's house, 4/29/87

STEVE

TYPES OF COMPUTER GAMES

(1)

ARCADE GAMES

(ARCADE GAMES ESSENTIALLY HIGH END ARCADE GAMES)

SPORTS GAMES

SIMULATORS

ROLE PLAYING GAMES (WIZARDRY, ULTIMA, ...)

WAR STRATEGY (SSI) (THESE ARE OFTEN SIMULATORS)

INT. FICTION

BOARD GAMES (SHANGHAI)

MISC. (UNUSUAL STUFF LIKE ^{LITTLE COMPUTER PEOPLE} ALTER EGO)

NEXT NEW CATEGORY THAT WAS SUCCESSFUL WAS SIMULATIONS -
SEVERAL YEARS AGO

SPORTS GAMES, ALTHOUGH ODDER, HAVE RECENTLY IMPROVED
DRAMATICALLY BY BECOMING SIMULATIONS

- DAVE - "MISSING DEMOGRAPHIC" (RELATING TO MULTI-PLAYER GAMES)
- "THE KID WHO WOULD STAY HOME & READ RATHER THAN PLAY BASEBALL"

JON + JUEL - PURPLE PROSE + STORY LOVERS.

WHAT HAPPENS NEXT? - BREAKOUT - STAR PWD ACE - WHAT NEXT, WHEN?
- ROGUE - WHAT MONSTER NEXT?, WHAT

COULD WE CUT BACK ON AMOUNT OF PUZZLES + PURPLE PROSE, CUT EFFORT
PUT INTO EACH TITLE + CUT PRICE TO \$15? JON + DAVE DON'T THINK SO.

②

GAB - WHAT DO PEOPLE MEAN WHEN THEY PRAISE RICHNESS? GRANULARITY,
UNDERSTANDING INPUT, AND HANDLING LOTS OF STRANGE CASES.

MASS MARKET - IS THERE SOMETHING IF-LIKE THAT WOULD BE
A MASS MARKET PRODUCT

THE READING IS WHAT MAKES IT NON-MASS MARKET

STEVE - TIME COMMITMENT MORE OF A BARRIER THAN READING OR PRICE.

JOEL - 'MATH SUBJECT' - FUNDAMENTAL PROBLEM - CATEGORIES DIE OUT UNTIL SOMEONE
COMES ALONG & REVITALIZES. WE'RE BASICALLY ALONE IN OUR CATEGORY.

DAVE - WHAT WOULD REVITALIZE IF? WHAT PRODUCTS COULD
WE DO RIGHT NOW TO SELL MORE? WHAT ~~WE~~ SHOULD
TRIP HAWKINS DO TO KNOCK US OUT?

TRIP - DO WHAT WE DO BETTER, CHEAPER. GO AFTER OUR
CORE.

- EXPAND BEYOND BY GRAPHICS, SOUND, ...

DAVE
JOEL
QUICK DO IF. ON NINTENDO WITH LABYRINTH-LIKE INTERFACE.
I'D GET RID OF TEXT COMPLETELY & DO KING'S QUEST-TYPE
INTERFACE

MARKET COULD BE -

JOEL - PEOPLE WHO OWN COMPUTERS + READ BOOKS

(3)

HINTS ON-LINE TO STOP PEOPLE FROM GETTING STUCK.

JOEL - IS IT PUZZLES OR COMMUNICATION PROBLEMS?

DAVE - WE SHOULD HANDLE THE SORTS OF THINGS NEW PEOPLE TYPE
IN AT THE BEGINNING ^{OF THEIR FIRST GAME.} TEACH THEM HOW.

GAB -

DAVE - NOTHING DULLER LOOKING THAN AN INFOCOM GAME SCREEN,

ME - WE'RE NOT TECHNICALLY AHEAD OF THE PACK ANYMORE.
YONAS AND WE WROTE IN A CLASS BY OURSELVES.

DAVE - ^{WE} SHOULD MAKE ANY EFFORT NECESSARY TO FULLY IMPLEMENT THE
XZIP SPEC.

ME - ~~TOO~~ WHAT'S WRONG WITH LEARNING FROM OTHERS' IMPROVEMENTS?

TAKE INCREMENTAL STEPS

WEST COAST WOULD MOVE FASTER ON SOUND IF A GAME WERE
IN MIND.

WHAT GAMES COMING UP COULD USE SOUND?

DAVE - WE ALWAYS RUN OUT OF SPACE. CAN WE PRODUCE A GAME
SYSTEM WHICH DOESN'T HAVE LIMITATIONS ON SIZE, TABLES, ...

(4)

DAVE - AS WE SWITCH TO DEVELOPING GAMES ON MICRO8, MAYBE WE SHOULD USE MU RATHER THAN ZIP.

JOE - WHAT'S MORE IMPORTANT IS - WHAT KINDS OF GAMES DO WE WANT TO DO IN THE FUTURE?

WHAT IS THE RIGHT MIX OF STORY VS. PUZZLES (AMFV VS ZORK)?

JOE - ONE REASON FOR ZORK'S POPULARITY IS IT'S ACCESSABILITY.
NO DOCUMENTATION, ...

DAVE - CURIOSITY - WHAT HAPPENS IF I...? IS THE MOST IMPORTANT ASPECT OF OUR GAMES. (BRIAN - THAT'S WHAT'S WRONG WITH PORTAL) DAVE - THIS IS ALSO WHAT MAKES RPG ATTRACTIVE.

JOE - CAN YOU CREATE SATISFYING PUZZLES WHICH DON'T REALLY REQUIRE SKILL TO SOLVE? ? TROLL FIGHTING IN ZORK - (BEYOND ZORK IS FULL OF THIS)

AMFV DISCUSSION - JOEL FOUND RATIO OF PURPLE PROSE TO GEOGRAPHY LOW. DAVE LOOKED AT CODE & NOTICED LOTS OF TEXT HE'D NEVER SEEN. ~~FEW~~ THOSE WHO PLAY THESE SOLVE PUZZLES AND THINK THEY'VE SEEN MOST OF GAME. THIS WAS DIFFERENT - REALLY MUCH MORE AN EXPLORATION THAN A PUZZLE-SOLVING GAME.

- NEW TECHNOLOGY - MASS MARKET NON-KEYBOARD I.F.?
EASY INTERACTION, SIMPLE INPUT DEVICE
- WE'RE TRYING WITH PARSEC TO MAKE

ME. WHAT ABOUT VOICE RECOGNITION? - DAVE, JOEL, CHRIS - TOO FAR IN FUTURE, TOO EXPENSIVE, TOO LIMITED.

DAVE - BUT WE COULD DO A GREAT DEMO.

BRIAN - ~~MOUSE ARE INPUT~~ POINTER-CLICKER I.F. INTERFACE DOESN'T NECESSARILY MEAN LOWER SOPHISTICATION. THE CHALLENGE IS IN PROGRAMMING, AND CREATING DIFFERENT KINDS OF PUZZLES WHICH WORK WITH POINT & CLICK. (SOME THINGS ARE MUCH EASIER WITH POINT & CLICK - SHANGHAI FOR INSTANCE)

JOEL - WE SHOULDN'T WAIT FOR CDI TO DO SOMETHING DIFFERENT. WHY CAN'T A DIFFERENT INTERACTION BE USED ON COMPUTERS TOO?

JOEL - RABBIT SYSTEMS IS PROPOSING A \$79.95 HAND-HELD INFOCOM GAME-PLAYING MACHINE.

CHRIS - STEVE & BRIAN ARE BECOMING AVAILABLE. WHAT SHOULD THEY DO NEXT? SHOULD BRIAN DO A POINT & CLICK GAME?

DISCUSSION OF INT. STORYTELLING. IS IT TOO RESTRICTIVE? DAVE & STEVE FEEL THAT WE DO SOPHISTICATED ENTERTAINMENT. SHANGHAI OR LITTLE SET WOULD BE PRODUCTS THEY'D BE COMFORTABLE WITH.

JOE, MIKE, & JOEL FEEL WE SHOULD LIMIT TO A WIDE ENOUGH

6

CATEGORY THAT WE HAVE ROOM FOR GROWTH BUT NARROW ENOUGH TO HAVE A CLEAR MARKET POSITION & BE KNOWN BY CONSUMERS AS SPECIALISTS IN AN AREA.

- DAVE FEELS WE ~~SHOULD DO ANY KIND OF PARSING~~ ARE THE ENGLISH PARSING EXPERTS & SHOULD DO ANY KIND OF PARSING
- PEOPLE CAN LIVE WITH INTERACTIVE STORYTELLING IF WE INTERPRET IT BROADLY.

WHAT MIX OF PRODUCTS?

MIKE - $\frac{1}{3}$ EXPERIMENTAL, $\frac{1}{3}^+$ TRADITIONAL WITH ENHANCEMENTS, $\frac{1}{3}$ COLLABORATIONS WITH PEOPLE WHO BRING A NEW AUDIENCE.

(JOEL - LEVEL OF EXPERIMENT - WE SHOULD TRY FOR ONE OR TWO VERY EXPERIMENTAL PRODUCTS. (NEW ~~AND~~ INTERFACE, TOM SWYDER'S TECH COMICS, ETC.))

JOEL - WHAT COMICS DID PEOPLE READ WHEN THEY WERE YOUNGER?

STEVE, DAVE - SUPERMAN, DISNEY, MAD

MIKE - DC

GARY - ARCHIE, COMEDY

JON - BOUGHT ARCHIE, READ SOME DC + MARVEL

WE'D LIKE TO LICENSE SOMETHING FOR

IDEA

- LITTLE COMPUTER PEOPLE - SADISTIC VERSION - MR. BILL - BURN HOUSE. DROWN HIM IN BATHTUB. ... "OH, NO. IT'S MR. KEYBOARD"

ANOTHER GAME IDEA - SECTIONS WITH NUNS, DEAD BABIES,
FARMER'S DAUGHTER - STANDARD JOKE FAIR
(MEANING DEGENERATES)

NEW AREAS -

- SERIOUS XXX POOR GAME - DON'T PUT OUR NAME ON IT
WESTERN?, SPY?, A REAL MYSTERY? (FEELING THAT WE NEED MUCH IMPROVE)

PARSER AND FAMOUS COLLABORATOR

PARODIES? (LIKE BOARDS OF THE RINGS)

HISTORICAL NON-FICTION?

SCHLOCK (JUDITH KRANZ, HOLLYWOOD STARS, ...)

COLLABORATING WITH ILLUSTRATORS - FRAZETTA, SEUSS, LARSON, ...
GARY, TRUDEAU, PFEIFFER, RIDGES,

JON - CARL & ELIZABETH THINK GAMES WITH CHAPTERS HAVE MORE
APPEAL BECAUSE OF NATURAL BREAKPOINTS. BUREAUCRACY HAS
A BIT OF THIS, SO DOES AMFU. (EXCEPT YOU CAN'T DO
ONE OF THESE 'CHAPTERS' IN A SITTING) WHAT DO PEOPLE
THINK? STEVE - MAKES IT MORE LINEAR. PREFER JEFF'S SHORT
STORIES. JON - INSTEAD OF '2"s, you could
HAVE CHAPTER 1 END AS YOU BOARD THE SHUTTLE, CHAPTER
2 BEGIN AS YOU WERE DOCKING AT SPACE STATION.
NO BORING CONNECTING SEQUENCES.

INSIDE VS. OUTSIDE DEVELOPMENT - HOW DO WE SEE THIS
IN FUTURE?

- AN ADVANTAGE TO A NEW DEVEL. SYSTEM ON MAR 2'S IS LETTING OUTSIDERS USE IT + GETTING RIGHT OF FIRST REFUSAL ON ANY PRODUCTS DEVELOPED (AS E.A. DOES).

JON - HOW EVALUATE + JUDGE OUTSIDE SUBMISSIONS - DISCUSSION (MUST BE CAREFUL ABOUT HOW WE DO IT AND WHO SEES. THERE IS RISK OF BEING SUED IF WE DO SOMETHING SIMILAR IN FUTURE)

DAVE - WHATEVER HAPPENED TO CONCEPT OF HAVING A GAME IN THE CAN (WE MAY LATER THIS YEAR).

CHRIS - WITH HUGO, + RESTAURANT + BUREAUCRACY, WE ESSENTIALLY BOUGHT A TITLE/NAME RATHER THAN TALENT.
SHOULD WE DO MORE?

LORD OF THE RINGS, STAR TREK ?

PROBABLY NOT STEVEN KING.

STEVE - WORKS BETTER TO LICENSE A UNIVERSE, NOT JUST ONE WORK.

WORDS APART FROM ORDINARY SOFTWARE.



ADDISON-WESLEY TAKES A NOVEL INFOCOM COMP

Introducing software booksellers can feel compatible with. Software that's all words. And no pictures. Software that tells stories. Instead of zapping aliens.

Already best sellers, Infocom Computer Novels include detective stories, science fiction fantasies, and tales of adventure. Because they're interactive, the reader

determines the outcome and is an active participant in the plot.

Maybe that's why they sell best to people who love to read. Surveys show that 72% of Infocom's customers consider themselves avid readers.

Writing in the *New York Times Book Review*, Edward Rothstein said an



ZORK I: The Great Underground Empire

The most popular fantasy adventure. This classic odyssey takes readers into the extraordinary environs of the Great Underground Empire full of challenges that change and revitalize the adventure each time they make their descent.



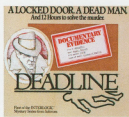
ZORK II: The Wizard of Frobozz

The second adventure in the trilogy plunges readers to new depths of the subterranean realm and confronts them with even more confounding challenges.



ZORK III: The Dungeon Master

The culmination of the trilogy is a true test of wisdom and courage as readers face their ultimate challenge—a meeting with the dreaded Dungeon Master himself.



DEADLINE

This mind-boggling case pits the keen-eyed sleuth against a 12-hour time limit to solve a classic locked-door mystery. The *New York Times's* verdict says it all: Deadline is an "amazing feat of programming."



The WITNESS

As a "CBS Morning News" feature recently revealed, The WITNESS brings the Great Detective Era of the Thirties to life—with the reader as detective.

NEW APPROACH TO SOFTWARE. COMPUTER NOVELS.

Infocom Computer Novel was "more like a genre of fiction than a game." That's why we're treating them the same way we treat books.

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advertising, and aggressive marketing. Just the way we did with best sellers like *Theory Z*, *The Joy of Photography* and *The Mary Kay Guide to Beauty*.

People don't ordinarily think of software the way they think of books, but this isn't ordinary software. It's words apart.



SUSPENDED

Readers are buried alive in a cryogenic capsule deep inside an alien world and awaken to the nightmarish landscape of a planet gone mad. The success of their strategies determines the fate of the world.



PLANETFALL

This lighthearted science fiction adventure teleports readers forward a hundred centuries and strands them in a mysterious deserted world. Their challenge: to explore its secrets, dare its dangers, and discover a means of saving it.



ENCHANTER

Readers must match their skills as novice magicians with the dark and fierce power of the Evil Warlock in this first in a spell-binding series in the Zorkian tradition.



INFIDEL

The first action classic from Infocom True Tales of Adventure takes place in an Egyptian pyramid jam-packed with high adventures and fabulous treasure.



STARCROSS

This science fiction mind bender launches readers headlong into the year 2186 and the depths of space where they are destined to rendezvous with a gargantuan starship from the outer fringes of the galaxy.

 **Addison-Wesley**
We'll help you feel compatible with software.

THE WORD IS OUT ON INFOCOM.

Writers, reviewers, readers, and, most important, consumers are all sold on Infocom. Infocom Computer Novels have consistently dominated the top of the **SOFTSEL HOT LIST** (a leading trade indicator). Often with as many as four games in the Top 10.

"No single advance in the science of adventure has been as bold and exciting as the introduction of *Zork*."

—Byte Magazine

"While arcade-style games like *Pac Man* are losing popularity, these complex programs are winning more and more fans... computer novels [are] selling better than many hardcover books..."

—Time Magazine

"Their success should come as no surprise, for their worlds also happen to be the worlds of popular fiction—the detective story, science fiction, adventure and fantasy."

—New York Times Book Review

Infocom Computer Novels are available for these computers.

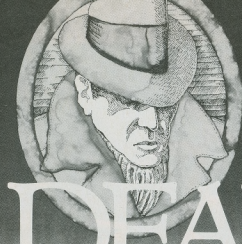
System	Zork I	Zork II	Zork III	Deadline	Starcross	Suspended	Witness	Planetfall	Enchanter	Infidel
Apple II (32K, 16-sector)	12380 \$39.95	12389 \$39.95	12401 \$39.95	12457 \$49.95	12422 \$39.95	12411 \$49.95	12445 \$49.95	12433 \$49.95	12480 \$49.95	12468 \$49.95
Atari 400/800 (32K, 810 disk)	12384 \$39.95	12394 \$39.95	12406 \$39.95	12462 \$49.95	12427 \$39.95	12416 \$49.95	12450 \$49.95	12438 \$49.95	12485 \$49.95	12473 \$49.95
IBM PC (48K)	12381 \$39.95	12390 \$39.95	12402 \$39.95	12458 \$49.95	12423 \$39.95	12412 \$49.95	12446 \$49.95	12434 \$49.95	12481 \$49.95	12469 \$49.95
Commodore 64 (Disk)	—	—	—	—	—	—	12451 \$49.95	12439 \$49.95	12486 \$49.95	12474 \$49.95
TRS-80 Model 1 (32K and disk)	—	12395 \$39.95	12407 \$39.95	12463 \$49.95	12428 \$39.95	12417 \$49.95	12447 \$49.95	12435 \$49.95	12482 \$49.95	12470 \$49.95
TRS-80 Model 3 (32K and disk)	—	12391 \$39.95	12403 \$39.95	12459 \$49.95	12424 \$39.95	12413 \$49.95	12452 \$49.95	12440 \$49.95	12487 \$49.95	12475 \$49.95
TI Professional	12388 \$49.95	12399 \$49.95	12400 \$49.95	12467 \$59.95	12432 \$49.95	12421 \$59.95	12455 \$59.95	12443 \$59.95	12490 \$59.95	12478 \$59.95
DEC Rainbow	12385 \$49.95	12396 \$49.95	12408 \$49.95	12464 \$59.95	12429 \$49.95	12418 \$59.95	12448 \$59.95	12436 \$59.95	12483 \$59.95	12471 \$59.95
Osborne	—	—	—	—	—	12420 \$59.95	12456 \$59.95	12444 \$59.95	12491 \$59.95	12479 \$59.95
NEC PC-8000 (56K CP/M)	12382 \$49.95	12392 \$49.95	12404 \$49.95	12460 \$59.95	12425 \$49.95	—	—	—	—	—
NEC APC (CP/M-86)	12386 \$49.95	12397 \$49.95	12409 \$49.95	12465 \$59.95	12430 \$49.95	12414 \$59.95	12453 \$59.95	12441 \$59.95	12488 \$59.95	12476 \$59.95
CP/M (48K, 8" disk version 2.0 and above)	12383 \$49.95	12393 \$49.95	12405 \$49.95	12461 \$59.95	12426 \$49.95	12419 \$59.95	12449 \$59.95	12437 \$59.95	12484 \$59.95	12472 \$59.95
PDP-11 (RT-11, RX01 disk or under RT-11 emulator)	12387 \$59.95	12398 \$59.95	12410 \$59.95	12466 \$69.95	12431 \$59.95	12415 \$69.95	12454 \$69.95	12442 \$69.95	12489 \$69.95	12477 \$69.95

All Infocom Computer Novels are supported by Infocom's Technical Support Phone Number included in each package. For complete ISBN,

add publisher's prefix 0-201- to all codes listed. Prices are valid only in the U.S. and are subject to change without notice.

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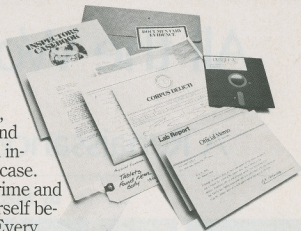


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You are about to investigate one of the deadliest plots in the annals of crime. A locked door. A dead man. And 12 hours to solve the murder. That's where you begin. Ahead of you, a treacherous web of motives and suspicion. And only by bringing your utmost skills of logic and intuition into play can you successfully solve the case.

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that, for the first time in the genre, the dependent, flesh-and-blood personalities.
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front money from Infocom.**

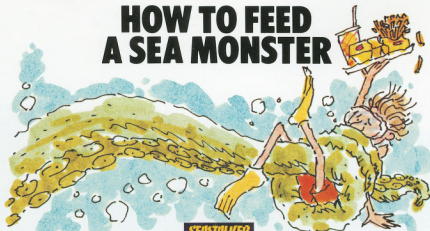
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It's just part of Infocom's full advertising program, running throughout
this year in a wide range of computer and general consumer publications.

HOW TO FEED A SEA MONSTER



First, locate a sea monster. (The best place to find one is in SEASTALKER, the brand-new undersea story from Infocom's interactive fiction line.)

Next, type in your command: GET OUT OF THE SUBMARINE AND FEED THE CATALYST CAPSULE TO THE MONSTER. Then, swim for your life! Because the trouble with feeding sea monsters is, the monster might decide to feed on you!

There's no telling what will happen next in SEASTALKER. Because, like all of Infocom's interactive fiction, SEASTALKER's designed so that



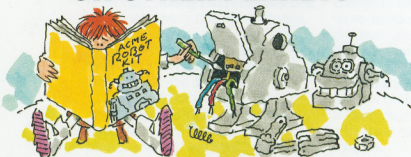
what happens next depends on what *you* decide to do. And you'll be doing plenty, too—your voyage can last for weeks or even months.

So get the closest thing on a disk to going on a real-life sea adventure. Sink your teeth into SEASTALKER*. But when you do—watch out!—or you might just find out somebody has a sweet tooth for you!

INFOCOM™

*It's compatible with almost every popular home computer. SEASTALKER is a trademark of Infocom, Inc.

HOW TO MAKE FRIENDS ON OTHER PLANETS



First, go to another planet. (That's easy if you're traveling through space in PLANETFALL, the great science fiction comedy from Infocom's interactive fiction line.)

Next, find a robot nobody's using. Then, to make him start up, type in your command: TURN ON THE MULTIPLE PURPOSE ROBOT. . . You've just made a robot friend who'll follow you anywhere.

And you'll be glad you have a faithful follower—there's no telling what will happen next in PLANETFALL. Because, like all of Infocom's interactive fiction, PLANETFALL's designed



so that whatever *you* choose to do affects what will happen next. And there'll be plenty happening—it's an adventure filled with everything from dread diseases to mutant monsters, and it can last for weeks or even months.

Get the closest thing on a disk to really going into outer space. Get PLANETFALL*. It's not just a great adventure—it's a great way to make friends!

INFOCOM™

*It's compatible with almost every popular home computer. PLANETFALL is a trademark of Infocom, Inc.

HOW TO BLOW UP A RUBBER RAFT



First, you need a reason to use a rubber raft. (That's a snap if you've got ZORK® I, the classic fantasy story from Infocom's interactive fiction line. Because you'll be hunting twenty fabulous treasures while dodging every kind of evil under the earth.)

Next, type in your command: **BLOW UP THE RUBBER RAFT WITH THE AIR PUMP**... But watch it, or you might just blow up the raft until you blow yourself to smithereens!

There's no telling what will happen next in ZORK I—because, like all of Infocom's interactive fiction, ZORK's



designed so that whatever *you* choose to do makes the next thing happen. And you won't run out of things to do, either. The underground empire of ZORK is so huge, your adventure can last for weeks or even months.

So if you want the closest thing on a disk to really exploring an underground world, get ZORK I*. But brace yourself for the action—it'll blow you away!

INFOCOM™

*It's compatible with almost every popular home computer.
ZORK is a registered trademark of Infocom, Inc.

OUR GAMES ARE ALL BESTSELLER BECAUSE
PEOPLE HAVE MORE IMAGINATION THAN ATARI THINKS THEY DO.

Don't get us wrong. We have nothing against the fine motor coordination tests that companies like Atari turn out. In fact, we dumped about \$20 worth of quarters the other night playing CENTIPEDE (TM). Loved every minute of it. But it's always been our theory that there's more fulfillment to be had in computer gamesmanship than the makers of arcade and graphics games seem to realize. And judging from the way the public has been buying up our prose over the past five years, a whole lot of you agree.

It all began with ZORK (R), which soon became known as the classic underground trilogy. Then came DEADLINE (TM), the first great mystery of the computer age. Next was STARCROSS (TM), our mind-bending science fiction odyssey. Each in its turn broke new ground on the frontiers of computerized entertainment. And all rapidly turned into bestsellers -- not just in a league with games like CENTIPEDE, but in a class with software giants like VISI-CALC (TM).

So why would a fun-loving computer owner like you want to buy a game without a single hi-res graphic or sound effect? It's all in your head.

Infocom games get inside your head -- and swing into action in front of your mind's eye, where sights are seen that no graphics terminal will ever simulate. How do we do it? By concentrating our unique writing and programming skills on conjuring up vivid images, actions, and puzzles in your psyche rather than displaying them as tiny little dots on a screen. And by

raising communication to a level ordinary games can't approach. We write in INTERLOGIC (TM), an exclusive computer language that lets you speak in complete sentences, with a greater vocabulary and more command options than anything else on the market. You can even use adjectives to lend color and definition to actions. So instead of speaking in short, choppy, two-word prompts, and wrestling with the program to find out which terms it will accept, you're conversing like a normal human being.

But the truly startling moment comes when the images in your head respond to you as living, multi-faceted, independent personalities. In SUSPENDED (TM) (our latest), for example, each of your six robots will respond differently to the same incident. And because each robot possesses a near-human range of behavioral patterns, there's no telling how he or she will react to a situation from one moment to the next. That's a brand of realism you won't find anywhere else.

Take some tough critics' words about our words. The NEW YORK TIMES, for example, saw fit to print that our DEADLINE is an "amazing feat of programming." And SOFTALK described ZORK III's prose as being "far more graphic than any depiction yet achieved by an adventure with graphics."

Better still, take an Infocom bestseller home with you. Find out why they've become such a regular part of so many American heads. And be one of the first to discover what our new SUSPENDED will do to your mind -- before it too becomes a bestseller.

Step up to Infocom. All words. No pictures. And more stimulating to your brain than an electric centipede. The secret reaches of your mind are beckoning. A whole new dimension is in there waiting for you.

OUR GAMES ARE ALL BESTSELLERS BECAUSE
PEOPLE HAVE MORE IMAGINATION THAN ATARI THINKS THEY DO.

Don't get us wrong. We enjoy the fine arcade and graphics games that companies like Atari turn out. But it's always been our theory that there's more to computer games than buzzers, joysticks and hi-res graphics. A lot of people already know that no computer can produce sights and sounds to compare with the infinite-res graphics of your own imagination. And judging from the way our games have been selling for three years, more and more of you agree.

At Infocom, we concentrate our unique writing talents and programming skills on conjuring up vivid images, actions, and puzzles in your mind rather than displaying them as tiny dots on a screen. Our games are written in INTERLOGIC (TM), an exclusive computer language that lets you interact with the scenario in complete sentences, using a greater vocabulary than anything else on the market.

But the truly startling moment comes when the images in your mind begin responding like living, independent personalities. Take the Dungeon Master or the Wizard of Frobozz in our ZORK (R) trilogy, which has become a fantasy classic. Or the various murder suspects in DEADLINE (TM), the first great mystery of the computer age. Or the alien creatures you will encounter in STARCROSS (TM), our mind-bending science fiction odyssey. And in our newest game, SUSPENDED (TM), each of the six robots you control responds differently to the same incident. Each robot possesses personality complete with a view of the world that no computer graphic could create.

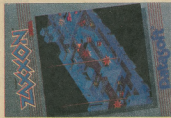
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Step up to Infocom. All words. No pictures. The secret reaches of your mind are beckoning. A whole new dimension is in there waiting for you.

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